Club Nintendo®

Volume 2 - 1990 Issue 1

COBRA TRIANGLE
Race over to our Feature Review !

TIPS & TRICKS
More secrets revealed in the "Legend of Zelda"

SNEAK PEEKS
The Sequel we've all been waiting for!

PLUS
3 pages of our new Sports extravaganza - "Track & Field II"

COBRA TRIANGLE
Get ready for the full throttle thrill of Cobra Triangle!
Official Nintendo Seal of Quality
Nintendo ENTERTAINMENT SYSTEM
REV-A

Check It Out! ✓

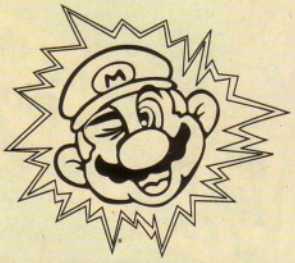
Here you'll find a list of games that are currently available for your NINTENDO ENTERTAINMENT SYSTEM.

ADVENTURE SERIES

- Goonies II™
- Kid Icarus™
- Legend of Zelda™
- Mega Man™
- Metal Gear™
- Metroid™
- Robo Warrior™
- Super Mario Bros.™
- Super Mario Bros. 2™

ACTION SERIES

- Balloon Fight™
- Clu Clu Land™
- Cobra Triangle™
- Ice Climber™
- Kung Fu™
- Pinball™
- Tiger Heli™
- Urban Champion™
- Wizards & Warriors™



ROBOT SERIES

- Gyromite™
- Stack-up™

LIGHT GUN SERIES

- Duck Hunt™
- Gumshoe®
- Hogan's Alley™
- To the Earth™
- Wild Gunman™

ARCADE SERIES

- Castlevania™
- Donkey Kong™
- Donkey Kong Jr™
- Donkey Kong 3™
- Ghosts & Goblins™
- Gradius™
- Gunsmoke™
- Ikari Warriors™
- Life Force™
- Mario Bros.™
- Popeye™
- Rush 'N Attack™
- Section Z™
- Top Gun™
- Trojan™
- Xevious™

SPORT SERIES

- Baseball
- Double Dribble™
- Golf
- Mike Tyson's Punch-Out!!™
- Pro Wrestling™
- Rad Racer™
- R.C. Pro-Am™
- Soccer
- Tennis
- Track & Field II™
- 10-Yard Fight ™(American Football)

PROGRAMMABLE SERIES

- Excitebike™
- Mach Rider™
- Wrecking Crew™

COMING SOON

- Rygar™ ..... March
- Soloman's Key™ ..... March
- Zelda II -The Adventure of Link .... April

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SUPER MARIO SAYS

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Welcome to the new year - Nintendo style! We kick off 1990 with a great range of new Game Paks, and one of our best magazines to date, full of all of the latest news, reviews and a whole lot more!!
There's four great Game Paks receiving feature reviews, so, whether you're into blasting aliens with the ZAPPER GUN, breaking world records in the Olympics, infiltrating enemy bases or attempting daredevil leaps over rushing waterfalls, you will find a game to suit you!

On the subject of games, how about telling us what your top five Game Paks are? Luigi has already made up his top five list, and he will be compiling your lists so that we can print the results in future issues of ***Club Nintendo***. The address to send the list is the same as for all other correspondence.

Including a top five readers' list is just one idea that we're implementing in the ***Club Nintendo*** magazines of 1990. Throughout '89, the magazine got better and better, and we intend to go further still. ***Club Nintendo*** is now one of the largest read video games magazines in Europe, as every issue is printed in five languages, and is sent out to a number of different countries - and it's all thanks to you, the reader! Thank you for making last year so successful, and here's to an even better twelve months of Nintendo mania!!

Finally, you all should have ***Club Nintendo*** membership cards by now (unless this is your first ever magazine). If you are still waiting for the card, than send us your correct name and address, and we will try and find out why you haven't received it yet.

That's all for now - enjoy the magazine, and don't keep Luigi waiting too long for those favourite game lists!!

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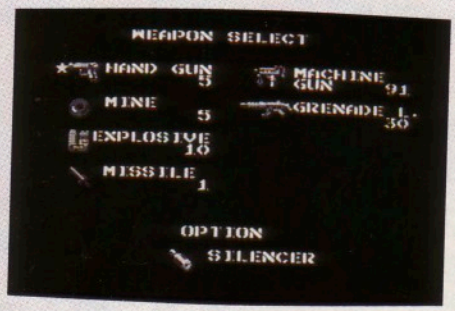
Mission Briefing METAL

A terrorist group based at Outer Heaven have captured one of the world's finest scientists, and have forced him to build the ultimate Super Weapon, which is capable of destroying the whole planet! Plans are now underway which will allow the terrorists to use this weapon to blackmail even the biggest nations into doing their bidding!

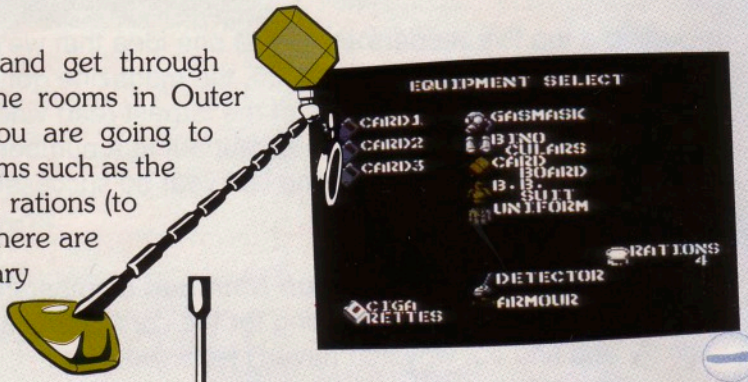
As Solid Snake, a well trained yet novice secret agent, it is your mission to infiltrate Outer Heaven and destroy the weapon. The terrorists aren't sloppy though, and it will take all of your stealth and skill to overcome the odds and stop the terrorists from taking over the world!!

Weapons and Items



Throughout the Outer Heaven complex, you will come across weapon and ammunition rooms. You can collect and use these weapons in your fight against the terrorists, but be careful - sudden gunfire will make the guards come running!

To reach and get through many of the rooms in Outer Heaven, you are going to have to find the correct key cards and other items such as the gas mask, iron glove (to punch through walls), rations (to replenish your energy) and a mine detector. There are over twenty different items in total, all necessary if you are to complete the mission.

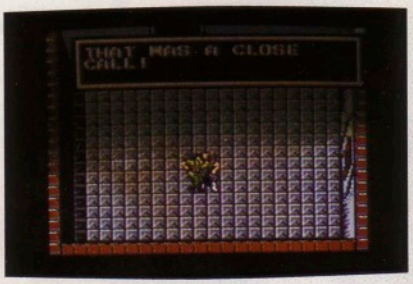


The Transceiver

This keeps you in touch with your leader and members of the resistance. You are able to both receive and make calls on the transceiver, which can give you vital clues on many different parts of the game.

The Prisoners

Held deep within the Outer Heaven fortress are other agents who have tried to stop the terrorists before, yet have been captured and imprisoned. Make sure that you rescue these guys - apart from giving you valuable information, you will also go up a rank every time that you find five of them! This will allow you to carry more ammunition and rations, and will also give you extra energy!

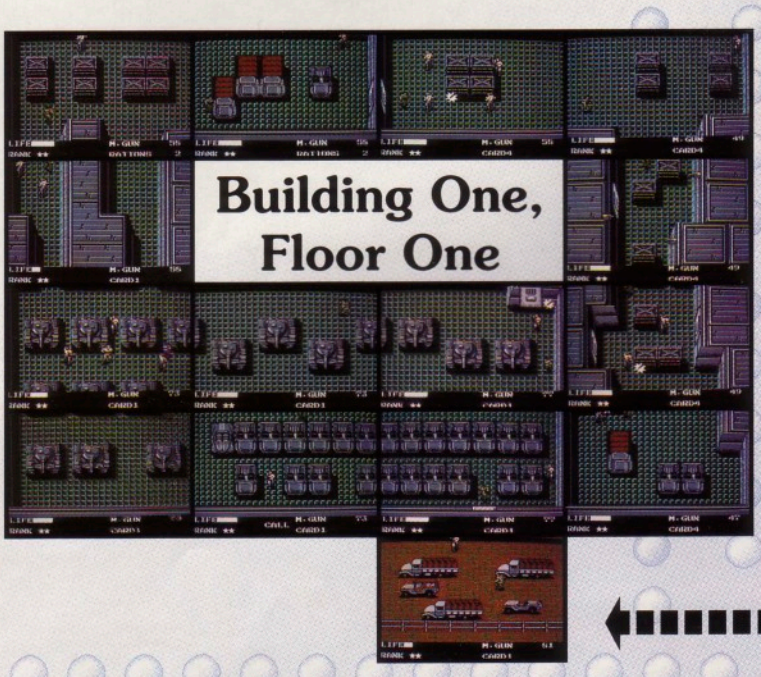


GEAR

The Outer Heaven Base

The base consists of five different buildings, each with a number of floors. The base is heavily guarded by highly skilled terrorists, who will open fire if they spot you, or will come running if you open fire without a silencer. To avoid them, you either need to sneak up from behind and then hit them, or run past when they aren't looking!

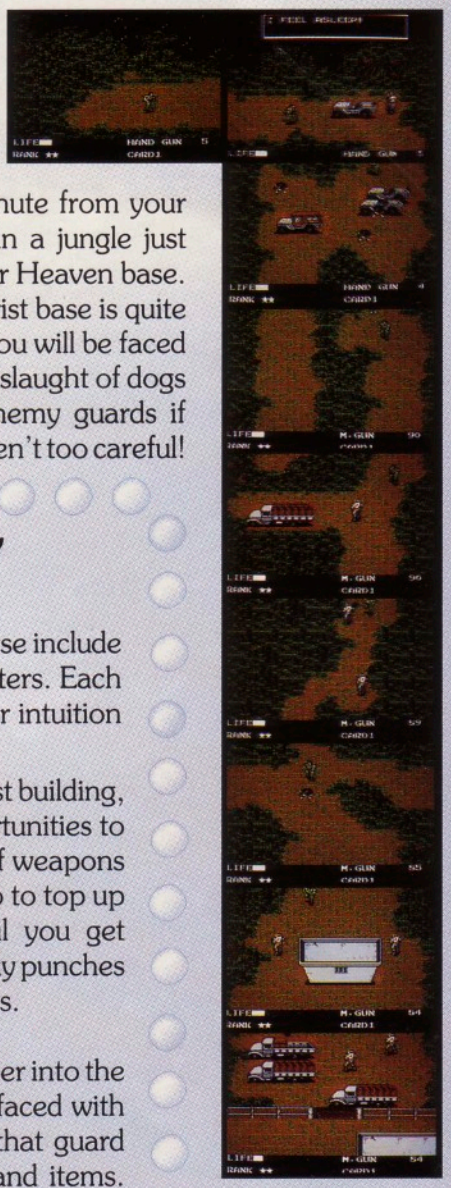
Other traps have also been set up in the base to keep away unwelcome visitors. These include infra red sensors, gas zones, mine fields, metal rollers, laser cameras and deep gutters. Each has to be destroyed or overcome in a different way - and we're leaving that to your intuition and skill as a spy!



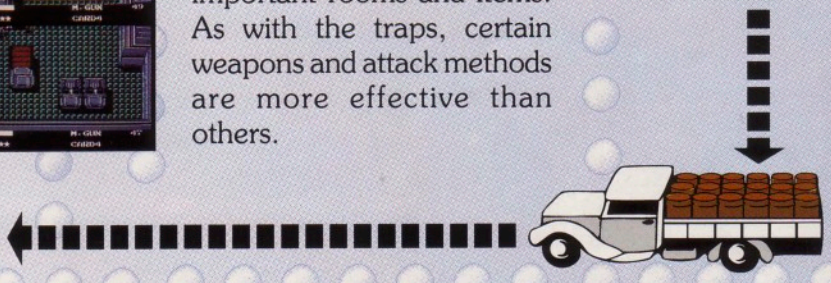
Throughout the first building, there will be opportunities to gather a number of weapons and items, and also to top up your rations. Until you get the silencer, use only punches to K. O. the guards.

When you get further into the game, you will be faced with stronger enemies that guard important rooms and items. As with the traps, certain weapons and attack methods are more effective than others.

The Jungle

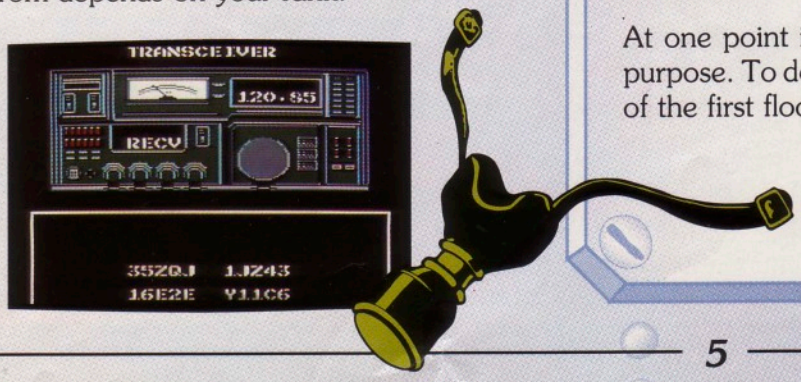


When you parachute from your plane, you land in a jungle just north of the Outer Heaven base. Finding the terrorist base is quite easy, yet you will be faced by an onslaught of dogs and enemy guards if you aren't too careful!



Codename..?

Since **"Metal Gear"** is so big, a special code has been implemented in the game whereby you can continue at a later date with all of your possessions intact. Where you start from depends on your rank.



Extra Tips

Be sure to save as many prisoners as possible, so that your rank builds up quickly. And DON'T shoot any of them, otherwise you'll lose a star!

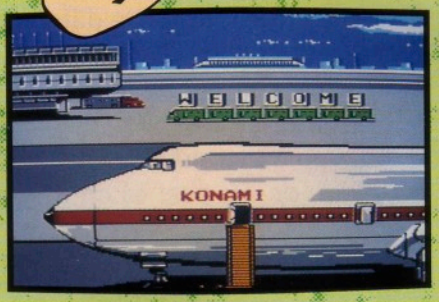
At one point in the game, you will need to get captured on purpose. To do that make your way to the bottom right corner of the first floor and enter the truck.

Watch your energy - if it falls too low, eat some rations to replenish your energy to full.

TRACK & FIELD II

Welcome to the Konami Athletic Games

The greatest all of Athletic games are now upon us, courtesy of Konami, and exclusively for your NES! As the plane lands on the runway, from where you're led to the Championship Village, tension is running high, and the excitement is rapidly building. There are twelve first class athletes representing your nation, all hoping to beat the other countries and take home an elusive gold medal!



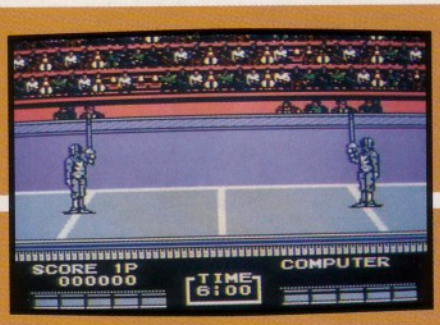
Playing Mode

Before entering the championships, it is recommended that you try each event out using the training mode, and once you can reach the qualifying levels required in each one, you are then ready to face the world's best in the Olympic mode. Don't enter the Championships until then - there's no hero's welcome for a loser!!

The other feature, 'Versus', will allow you to compete against a friend in three different events - Taekwondo, Fencing and Arm Wrestling.

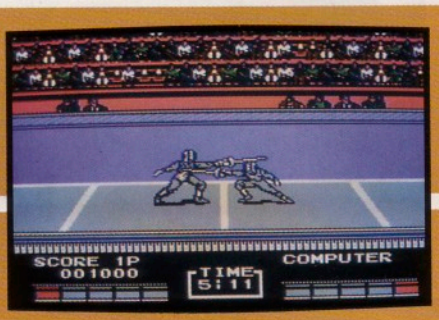
The Events

Below, you'll find details of each event, plus a few hints on playing each one. Make sure that you practise what we preach before entering the Konami Championships.

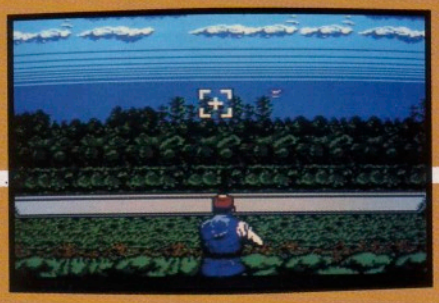


FENCING

In the Fencing, you have to hit your opponent five times with your foil, using a variety of offensive and defensive moves. Basically, it's up to you when to make your attack, although we suggest going for your opponent with a low lunge as soon as you start.



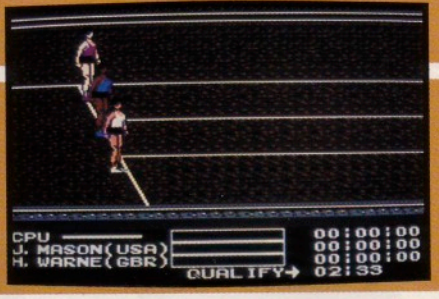
CLAY PIGEON SHOOTING

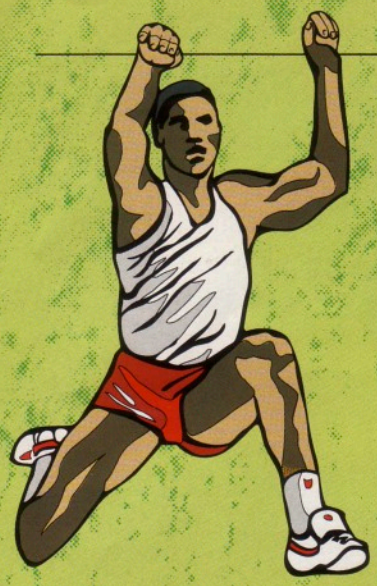


With just a bit of practise, you shouldn't find the Clay Pigeon Shooting too much of a problem. Simply keep the sight on a horizontal line (whaddya mean, there isn't one? Imagine one!), and move left and right to shoot the 'skeets'. Refrain from going up and down as much as possible.

HURDLES

Run as fast as you can, and jump over the hurdles at the last minute - simple but fun!

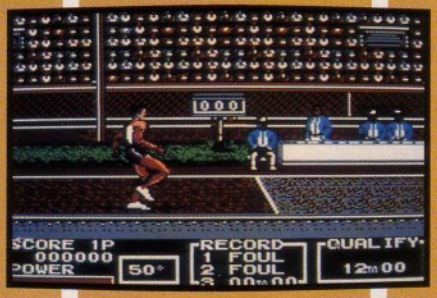




POLE VAULT

This is just a matter of running up to the jump, pressing down B until you're nearly vertical, and then flying over the sticks. Once you've got the technique, you'll have no problems at all.

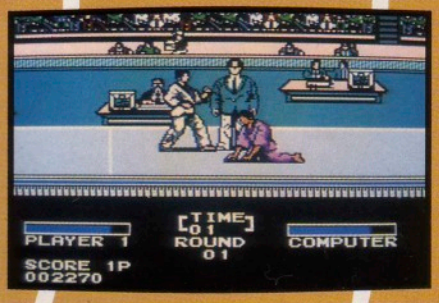
TRIPLE JUMP

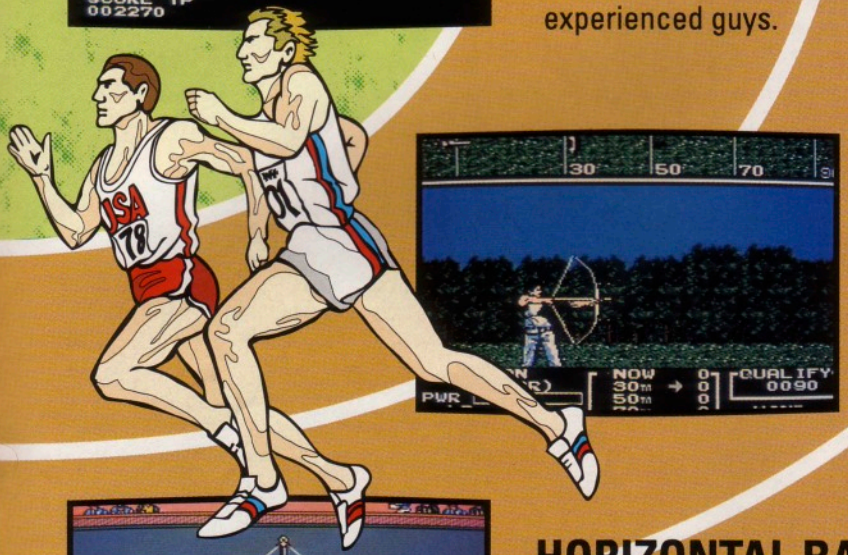


Run, hop, skip and jump - well, that's the idea anyway. On your first jump ('hop'), aim for an angle of about 36 or 40 degrees; on the 'skip', aim slightly higher, and on the final jump, try getting exactly 45 degrees. It can be difficult to get the optimum angles, so practise, practise, practise!

TAEKWONDO

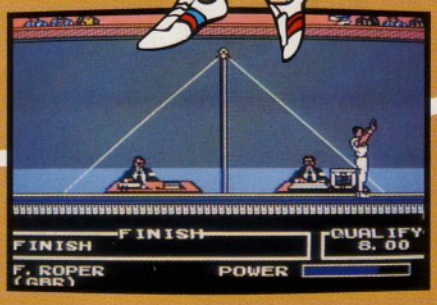
Anyone into martial arts will recognise Taekwondo as a form of karate. Through a number of kicks, chops and punches, you have to knock your opponent's energy down to zero. Try practising this against another player before taking on the experienced guys.





ARCHERY

There are four targets in the archery, starting at 30m, and going up in intervals of 20 to 90m. By compensating for the wind factor, and then shooting at the relevant power, you will soon be getting bulls eyes with no problem.

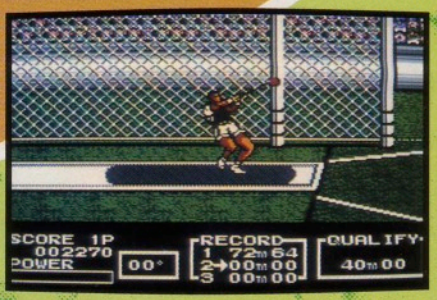


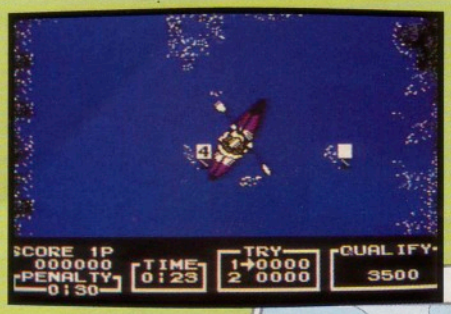
HORIZONTAL BAR

There are a number of techniques that you can put to use with the horizontal bar - first, build up a good speed with the A button, and then select four or five moves, until your speed drops, and then repeat the manoeuvre. Alternatively, use both Turbo buttons on the Advantage and watch him fly!

HAMMER THROW

At first, the Hammer Throw is a little tricky, but once you've got the correct technique, you'll soon be making record breaking throws. Our best advice for this one is to use your right hand to turn the control pad (it's easier with the NES Advantage. . .), and then press the A button when the athlete starts flashing.



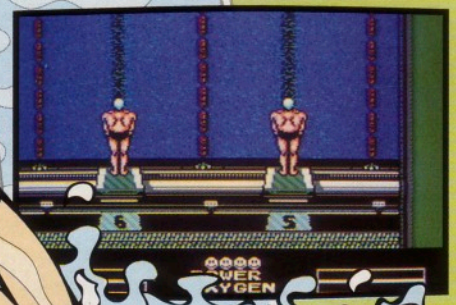


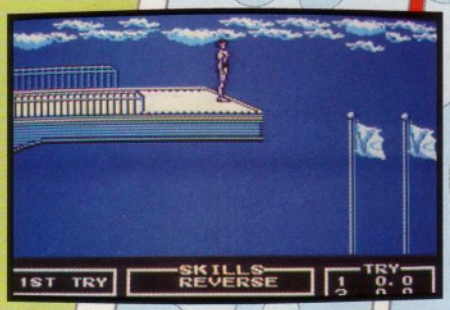
CANOEING

The canoeing event may seem pretty tough at first, but once you get used to the slalom course, you'll be fine. There are three different flags which indicate the manoeuvre required - one which you go through normally, one which you reverse through and the other which you must loop around. Failure to do so results in penalty points.

FREESTYLE SWIMMING

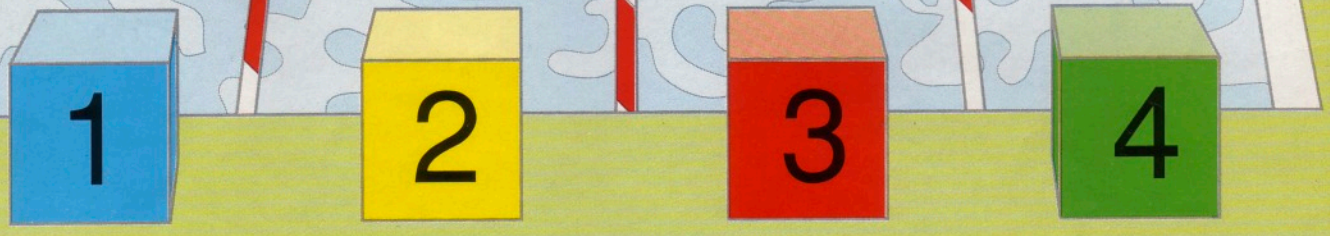
If you're the kind of person that enjoys bashing the living daylights out of the fire buttons on the control pad, then you'll get on fine with Freestyle Swimming. Otherwise, you have only two options - do 10 weeks of weight training before trying this event, or use the rapid fire function on the NES Advantage (the latter is much less strenuous and far cheaper).





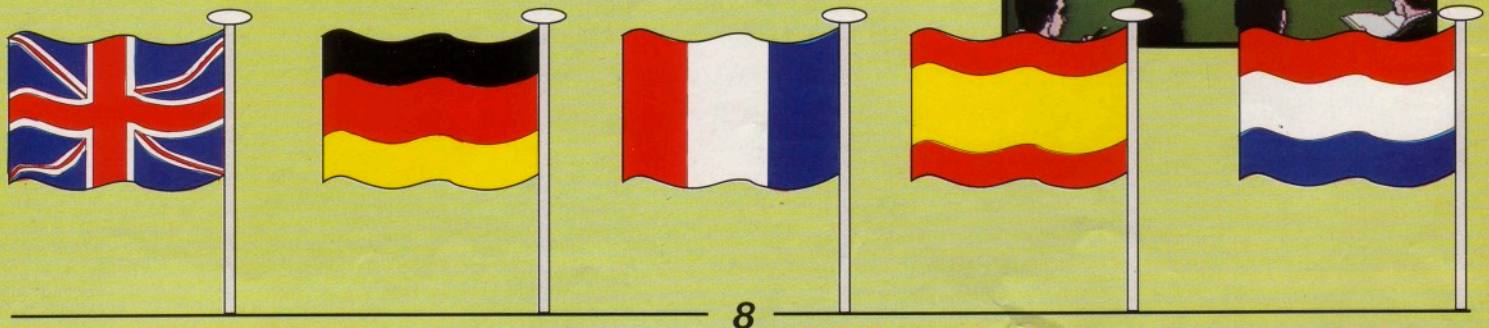
HIGH DIVE

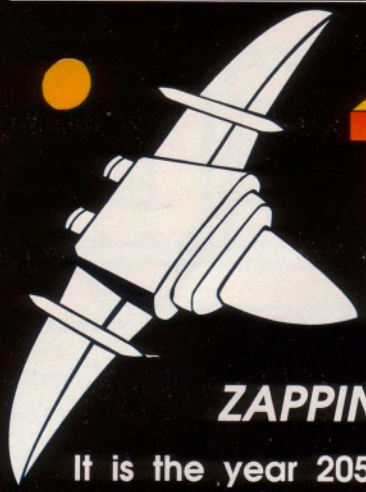
This graceful event requires some nifty timing and quick thinking. Select either the reverse dive or handstand dive, perform as many twists and jackknives as possible and then straighten up at the very last moment.



THE FINALE

We've left a lot of the hard work to you, but, believe us, it's well worth it. Before you enter the medal winning championships, you must first qualify in all of the preliminary events - you'll be given a password after every three events (a 'day'), which will allow you to continue from where you left off. What else can we say except..... Good Luck!!

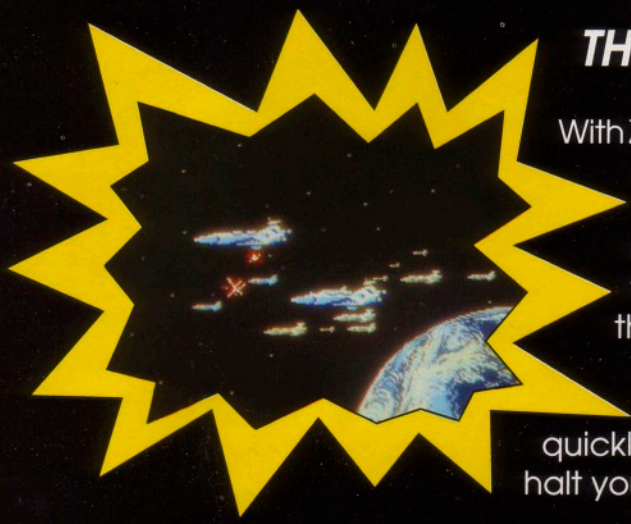




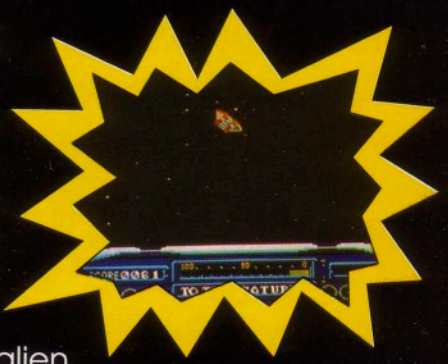
TO THE EARTH

ZAPPING FOR GLORY

It is the year 2050, and the Earth has fallen victim to a bacteriological attack by the villainous Raggosians. As pilot extraordinaire, you have been given the mission to go to Earth with a specially formulated antibacterial agent to neutralise the Raggosian's attack. You'll have to contend with the aliens as you fly to the Earth, via Uranus, Jupiter and Saturn, but there's no time to worry about that - you've got to get out there and save the Earth!!



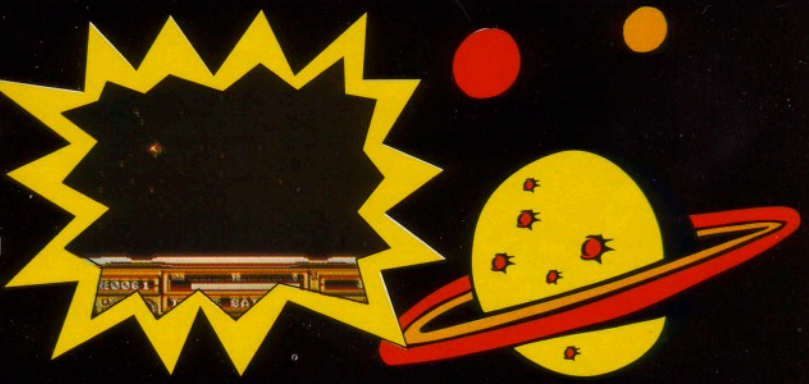
THE MISSION BEGINS

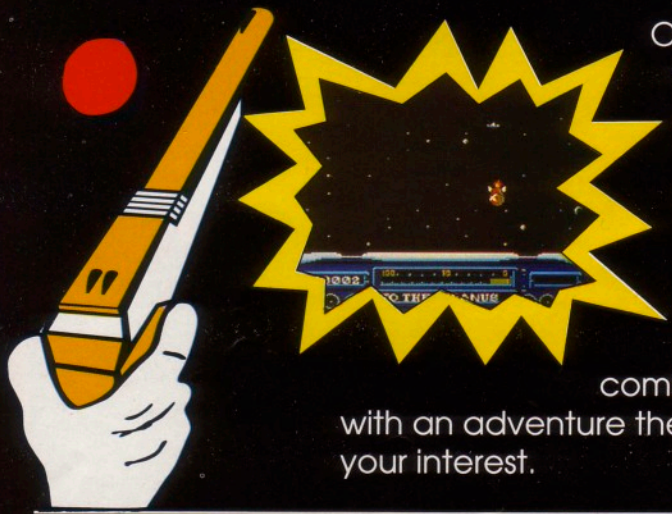


With ZAPPER GUN in hand, you've got to guide your ship through wave upon wave of alien attack in an attempt to reach each planet. At the end of each stage, you'll be faced by one of the alien bosses - you'll have to learn their vulnerabilities, and quickly blast each one before they get the chance to abruptly halt your mission!

THE ACTION SCREENS

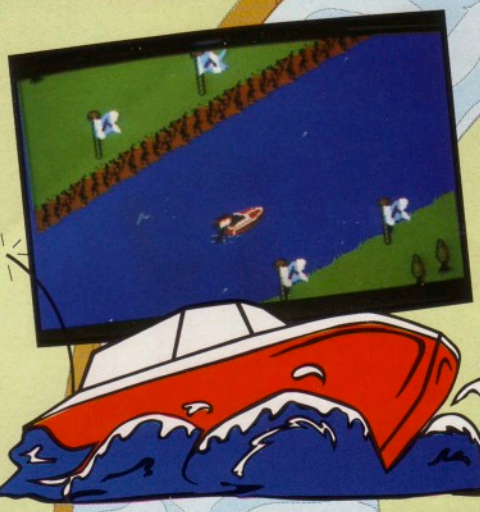
"To The Earth" has got to be the most action packed ZAPPER game available - it's literally non-stop! Hordes of aliens zoom across the screen, dropping missiles your way, so it's a matter of concentrating on their weapons before attempting to take out their ships. Believe us, it can get really hectic!





Occasionally, various bonuses will fly on screen, which can replenish energy, destroy everything on screen or give you a 'barrier shield'. Make sure that you shoot all that's available - you rarely get two chances at collecting the bonuses!

"To The Earth" is a real treat for ZAPPER GUN fans - it combines fast shooting action with an adventure theme which will help hold your interest.



The Ultimate Speed Boat Challenge

COB

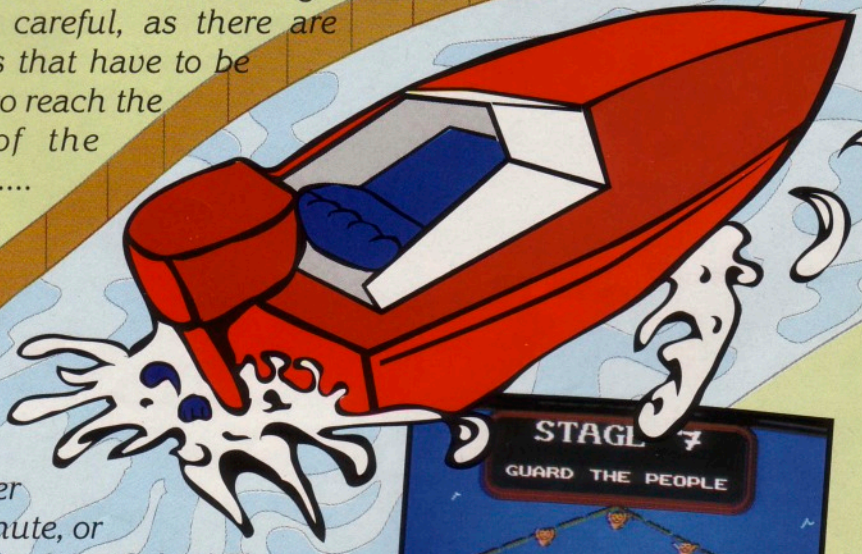
With engines revving and guns a-blazing, your Cobra Class Speed Boat begins it race against time to reach the finish of the river. This boat has been modified to take all that you can give, so, whether you're trying to avoid treacherous whirlpools, battling deadly sea monsters or jumping over rushing waterfalls, the Cobra should be able to handle it. However, even this powerful beauty isn't invulnerable - too many bumps or bullet holes, and you'll be washed into oblivion!

The Challenges

There are seven types of challenges, which get tougher as you progress through the twenty five stages. Unlike some games, though, it's not just the action that speeds up on the higher levels - you'll find that the whole course has changed, or you'll be faced with a totally new monster!

RACE TO THE FINISH

This is just a basic race against time, although there are a few competitors also thrown in. It's not too easy on the latter stages, yet the first Race To The Finish is a good chance to get used to the controls, and find out just what the Cobra responds to. On further levels you need to be careful, as there are ramps that have to be used to reach the end of the stage.....



SAVE THE PEOPLE

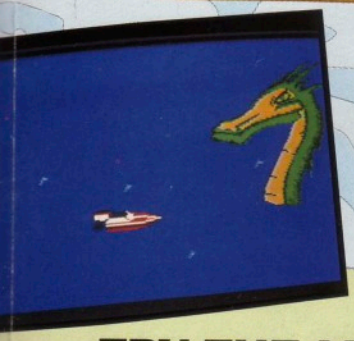
Actually, it's not so much saving, rather protecting - and you've got to last over a minute, or even more, of total onslaught from all sides of the Cobra! There are eight people in the water, and the more that are left at the end of time, then the more points you will receive.

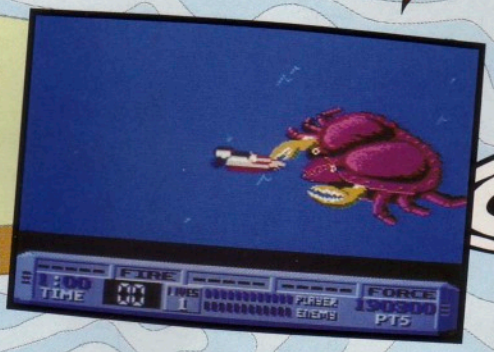
BRA Triangle

Controlling the Cobra

Great skill and razor sharp reflexes are needed to overcome many of the obstacles presented to you in "Cobra Triangle", so it's advisable to use the first few stages to get used to the split second controls. Watch your shield's energy level too - if there is a large amount of damage to your Cobra, then you had better think of collecting enough pods to activate your force field.

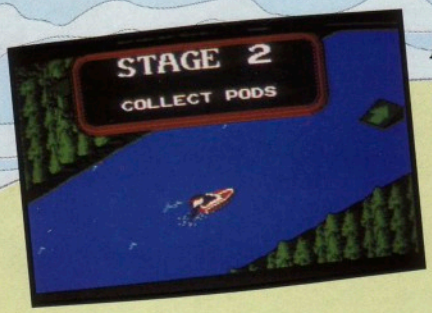
Other Power Up items available include 'Turbo', which gives you higher revs, 'Fire', which alters the rate and direction of your bullets, 'Speed', which is pretty self explanatory, and 'Missile', which gives you one of three types of missiles. To gain these items, you must collect the numerous pods found on many of the stages, and, when the desired item is flashing on the instrument panel, press 'SELECT' to activate it.





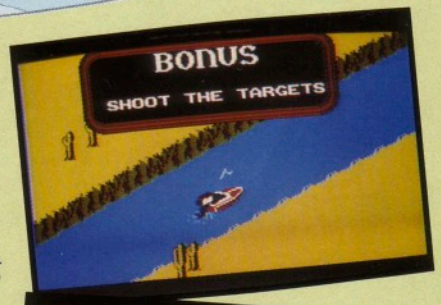
FRY THE MONSTER

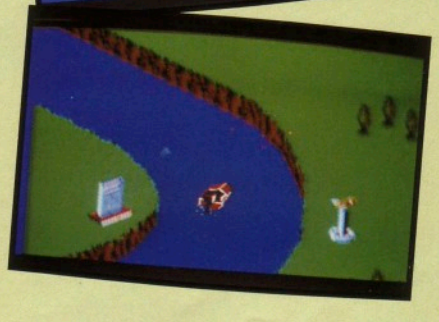
Whether it's a giant crab, a huge lobster, or a contender for the best Jams impression, you'll find that this stage is the hardest of the lot. You're going to need heat seeking missiles to fight one of these creatures, and then it's a dual to the death, with the winner being the one who destroys his opponent's shield first.



BONUS SCREENS

There are two styles of bonus screens - 'Collect The Pods', which lets you gain weapons and extra lives, and 'Shoot The Targets', which could also give you extra lives. Neither are too dangerous, although you might find that some enemies start cropping up on the latter stages.

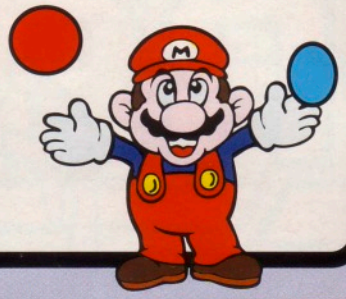




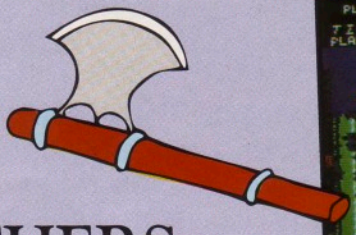
THE OTHER STAGES

Yup, there's more! You'll be required to make death defying leaps over waterfalls, dodge swirling whirlpools and floating logs and then dispose of mines before your time runs out. Believe me, this is pretty hot stuff, and really addictive, so much so, that even ***"Super Mario Bros."*** *has been redundant for a little while!*

Tips & Tricks



TROJAN



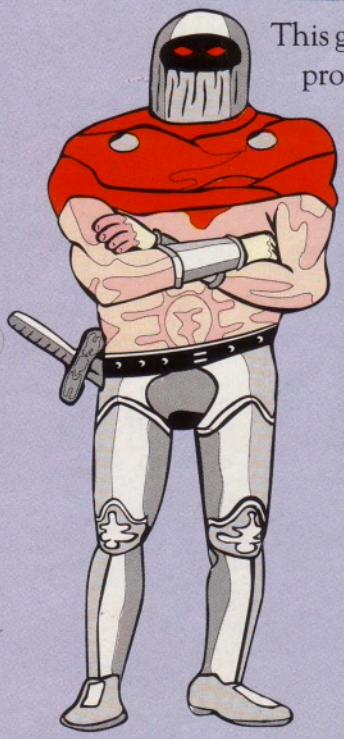
THE HATCHET BROTHERS

These guys attack one at a time, using axes to try and knock the stuffing out of you. Simply approach each one whilst swinging your sword - once you're within arms reach, crouch down and continue to use the sword.

ARMADILLON

With Armadillon, you'll need to be quick and make good timing on your jumps. When he's curled up and rolling around, follow him and jump as he approaches. As soon as he stands, hit him with your sword, otherwise he'll breathe fire.

IRON ARMS



This guy's arms are deadly - you need to use your shield to protect you from the front, and then jump over them when they return from behind you. In between all of that, you need to hit him with your sword. It's not easy, but you'll win with patience and practice.

HUNCHBACK

The hunchback leaps really high whilst throwing iron balls, so you need to make good use of your shield. If you manage to get him trapped at the edge of the screen, then you should be able to beat him by swinging your sword furiously non-stop.

LIFE FORCE

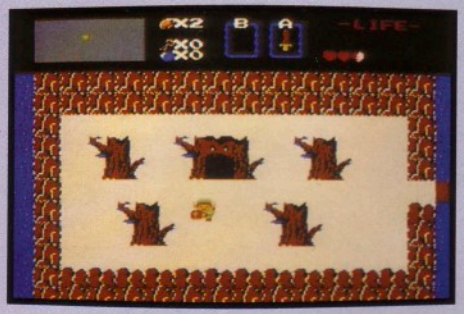
Here's a quick code which will allow you to start the game with 30 lives and four continue options. On the title screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A and START.

THE LEGEND OF ZELDA™

After conquering the "Legend Of Zelda" for the first time round, you'll be presented with the second quest. Although the overworld may appear to be the same, many items and caves have been repositioned - including the underground levels! Obviously that can cause a few problems, so we sent our hard worked Link into the second quest to pinpoint the first six levels.

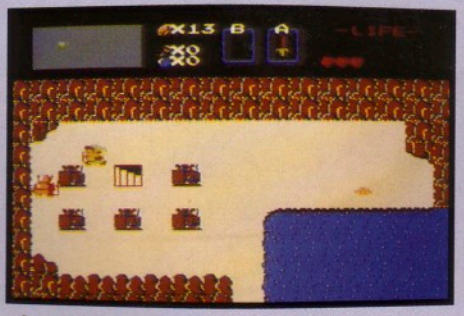
LEVEL ONE

Well, this one's pretty simple - it's in exactly the same place as it was in the first quest. Inside's a bit different though. . . .



LEVEL TWO

To get to level two, you need to go one screen up from the start, three screens left and three screens up. Push one of the statues to make the entrance appear.



LEVEL THREE

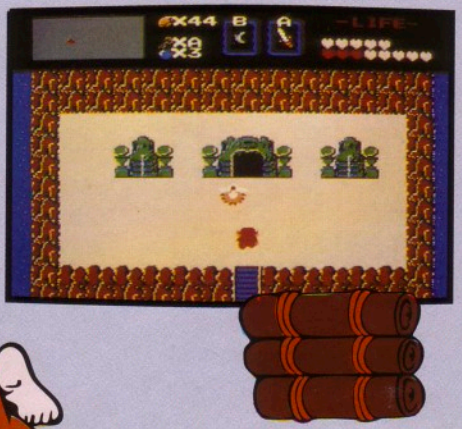
Do you remember where level two was in quest one? You need to go there and then blow the whistle. The steps leading to level three will appear next to the lake.

LEVEL FOUR

To find level four, you need the magic bracelet. Then go to the lost hills, and push one of the stones.

LEVEL FIVE

You'll need the raft for this one, and then all you need to do is go to where level four was in the first quest.



LEVEL SIX

First go to the graveyard through the lost woods. You'll then find the entrance by blowing the whistle.

Readers Tips

If you have any tips, or are stuck on a game, then drop us a line! The address to write to is Reader's Tips and Tricks, Club Nintendo, PO Box 30, Coventry, CV1 3BR. Alternatively, you can ring the official Nintendo Helpline on 0626 65500 for instant help and advice (please don't ring up with tips - always write).

METROID

We've received a number of letters regarding the whereabouts of the different weapons in **"Metroid"**. Fear not, for we have the answers - or some of them, anyway.

Ice Beam

From the start, go right until you reach the first vertical level. Go up and then through the first door on your right. Go through the corridor until you reach the next vertical level, and enter the door on the right of the screen. Go right and carry on, until you have been through three more doors - you should now be in a small corridor. Bomb the floor, go down, and then left - the ice beam is behind the red door.

Long Beam

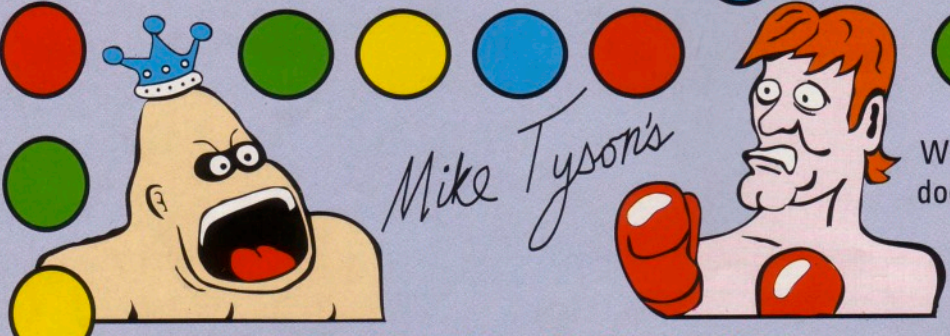
From the start, go right until you reach the vertical level. Go up (it's quite a distance), and enter the door on the left - you'll find the long beam behind the other red door.

That's the two most common questions dealt with - if you have any more queries about Metroid, or indeed any other game, then write to us at the usual address, marking your envelope 'Reader's Tips and Tricks'.

IKARI WARRIORS

If you are playing a two player game, and your tank is destroyed, get your partner out of his tank, and then, if both players re-enter the tank AT THE SAME TIME, then the tank will split into two!

Jamie Edgar, Fife, Scotland, UK



PUNCH-OUT!!

In many of the fights in "Punch-Out!!", if you get up on the 9th count, your energy will be completely restored.

Scott Gledhill, Manchester, UK

When you fight Super Macho Man, keep on dodging his punches in the first round, so that you don't fall down, and knock his energy down so that it is seriously depleted. In the second round, knock him down with your first punch, and, when he gets up and does his super spin, LET him knock you down! Using the tips above, you will be able to knock him down once more, and, again, when he does his super spin, don't even try to dodge (this saves time). You will now be able to beat him by knocking him down for a third time, winning by a T. K. O.

David Davies, Wales, UK

Mailbag

The Editor,
Club Nintendo,
P.O. Box 30,
Coventry, CV1 3BR
England.

Family Affairs

Dear Editor,
I feel I must write and congratulate you on the Nintendo Entertainment System, one of which we purchased for our son (aged 7) last Christmas. It is well packaged, with a good eye to safety, excellent graphics and has a strong educational content.

My backhand has improved beyond recognition since TENNIS was acquired, and we are confident now of being seeded for next years doubles at Wimbledon. Family assault on the north face of the Eiger had to be postponed until next year because of an outbreak of chicken pox, but it was Ice Climber which set us on the right track. My wife is the crackshot with the Zapper though we had to hide a certain Game Pak after having Duck a l'Orange four times in one week. Nevertheless, Gumshoe's daughter still gets rescued on a regular basis, the Count now meets us at the door of Castlevania rather than have his minions continually humiliated, and a dustpan and brush are always at hand to clear up the bodies after another bloodthirsty charge through Rush 'N Attack. Even R.O.B. has been adopted as one of the family and is an ideal substitute when we can't get a childminder!

However, there is a fly in the ointment - Metroid. The floor of the lounge is littered with maps and charts, and six months worth of newspapers cannot be discarded because they have passwords jotted on the margins. But all to no avail - just where are the different weapons? How DO I beat the mini boss in hideout 1? Can someone please HELP?!

R Underdown, London

I guess that I could suggest you have a go at Rad Racer, but I'd hate to think of the consequences!

Concerning Metroid, maybe you should check out the Tips and Tricks in this issue. And if you have found surprises in many of our other fantastic Game Paks, wait until you find out who Samus REALLY is!!!

Kid Icarus vs Mario?!

Dear Super Mario

Thank you for yet another fantastic 'Club Nintendo' magazine.

I just want to say how great I think the NES is, and that I thought Mario had an unbeatable series of games (Mario Bros., S.M.B., S.M.B. 2 etc , but with the release of Kid Icarus - well, you've outdone yourselves!! I just didn't think that there was a game that could pull me away from Super Mario Bros., yet you've done it!

Another reason that I wrote was because in the tips and tricks section of issue three, you wrote about the minus world. I rushed upstairs to try and find it, yet to my frustration, I just couldn't find it.

So please, please, beg, grovel - print something to help me get there!!

Julie Lucas
Ipswich
Suffolk

Even though we did print precisely how to get to the minus world, it isn't easy, so don't expect to do it first time! An extra hint is to run back and forth on the pipe at the end of world 2-1, so that you can see the edge of the warpzone pipe, and then do the manoeuvres outlined in issue 3.

Wrestling Mania

Dear Super Mario

I am a big fan of American Wrestling, and I am wondering if there are any wrestling games coming out for the NES. The reason I ask is because I saw Wrestlemania in both an American magazine, and also Club Nintendo number four, yet there was no release date, even on the Check It Out page.

A Hornby
Blackpool
Lancs

Unfortunately, Wrestlemania isn't scheduled for release in the UK after all. However, there are still many games that will appeal to wrestling/martial arts fans, including Track and Field II, which has a great version of Taekwondo as one of the many events, and also Pro-Wrestling, which still proves a real favourite with many NES users.

Games With A Brain

Dear Editor

I've just finished reading your fine mag, and felt that I had to drop you a line. Your map of Zelda was excellent, although I did manage to complete the game without it. What I really want to know was, will there be any more battery memory Game Paks available, as I hate having to go to the start every time that I play a game.

At the moment, my favourite games are 'Zelda', then 'Metroid', with 'Super Mario Bros. 2' and 'Kid Icarus' close behind. Will you be releasing any sequels to those games, especially Zelda?

C Smethers
Birmingham

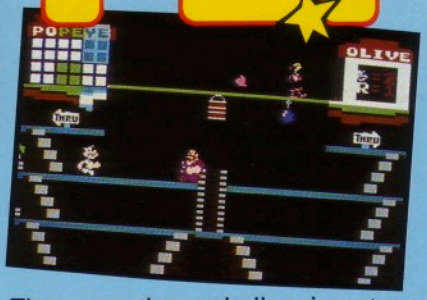
Thanks for the comments - I hope that you'll enjoy this issue as much as the others.

The next Game Pak with a battery memory is 'Zelda II - The Adventure Of Link'. This one works in a very similar way to The Legend Of Zelda, so there's no need to start your quest empty handed.

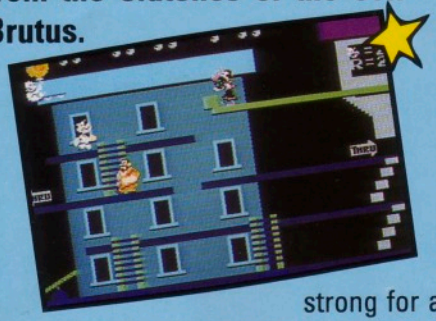
Don't forget, though, that many Game Paks have 'password' features which allow you to begin from where you left off. A number of current titles already include this, such as Kid Icarus, Metroid and Punch-Out, and many new titles, including Metal Gear and Track and Field II, also have this capability. Check each review to see if the game includes passwords.

VIDEO SHORTS

POPEYE



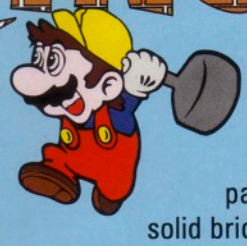
In the Game Pak, "Popeye", you take the control of the famous cartoon hero to try and save your beloved Olive Oyl from the clutches of the evil Brutus.



There are three challenging stages in "Popeye", with a different theme to each one. The overall idea is that you must catch whatever Olive Oyl throws down - whether it's hearts, musical notes or letters - before they reach the ground. If they hit the ground, or if Brutus or one of his gang hit you, then you will lose a life.

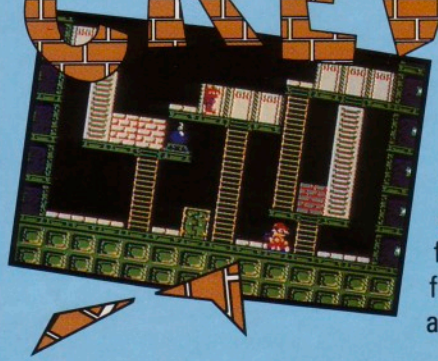
All is not grim for Popeye, though - if he grabs the spinach, then he will be super strong for a while, and he's also able to punch any projectiles thrown his way. He'll need to use all of these abilities to their best advantage if he's to be re-united with Olive Oyl!

WRECKING CREW



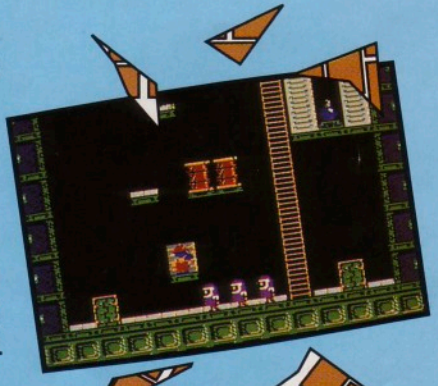
Here's another chance to join Mario and Luigi in a fun packed game, composed of frantic action with strategic overtones.

Mario has fallen on hard times as a plumber, so he's started a demolition business with his brother, Luigi. No task is too big for the intrepid pair - they'll smash anything from flimsy ladders to solid brick walls. Soon, the jobs come flooding in....



However, the two brothers soon discover that there are a few problems to contend with - mainly, annoying little nasties that try and stop Mario and Luigi from completing their job. And, as they can't go to their next job until they've fulfilled their current one, they are going to have to steer clear of these little pests, and get on with the job in hand.

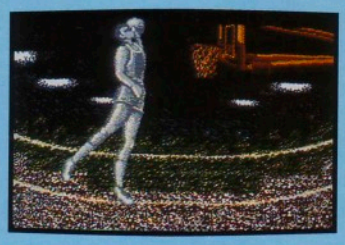
Alongside the decaying ladders and dangerous walls, Mario and Luigi will also find handy bombs that will destroy the surrounding area if you hit them. They need to be careful, though - the blast knocks them off of their platform, possibly causing them to fall right in front of one of the bugs.



Included on the "Wrecking Crew" game pak is a DESIGN program which will allow you to create thousands of different screens for Mario and Luigi to tackle. Couple the actual game with this extra feature, and you're left with a Game Pak which will amuse and challenge all of the family for hours on end.

DOUBLE DRIBBLE

The crowd excitement heightens to a point of near hysteria as the two teams take to the court. Everything rests on this game - the winners reaping full reward as champions, while the losers will be forgotten as also rans....



"Double Dribble" is Konami's latest addition to their growing list of NES Game Paks, and what a game it is! It's got everything that real Basketball has - including fouls, three pointers, violations and visually superb dunk shots. When in possession of the ball, you can pass, bounce it down the court or try a shot, whilst when on the defensive, you can attempt to steal the ball or block a shot.

Finally, after what seems to be an eternity, the game starts.... 'JUMP BALL'!!

Either one or two players can play a game of "Double Dribble", with the one player option having three different skill levels. Whatever you play, you'll soon find yourself totally addicted to this fantastic sports simulation!!

SCORES OF FUN

CASTLEVANIA

Paulo Da Silva	France	999,910
Jose Fernandez	France	1,042,900

GHOSTS 'N GOBLINS

Ken Phillips	UK	4,625,900

GRADIUS

Paul Stokes	UK	2,021,600

KID ICARUS

Rora Kolder	Holland	6,371,514

LEGEND OF ZELDA

Jim Wilson	UK	Completed in 18 lives

KUNG FU

Christophe Vanhemme	Belgium	400,800
Jean Luc Garant (24)	France	475,190

RUSH 'N ATTACK

David Roy (16)	France	1,345,400
Fabian Blandieau	Belgium	1,018,100

TROJAN

Robert Cridland (14)	UK	114,650

SUPER MARIO BROS.

Rora Kolder	Holland	9,999,950
Matthew Pell (9!)	UK	9,999,950

DONKEY KONG

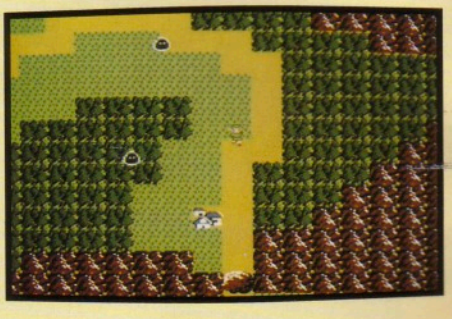
Dave Brill	Holland	270,100

OK, there you have it, Reckon you can beat them? Yeah? Well, if you can, then send your score, along with your name, address, age and a photo for proof, to: Scores Of Fun, Club Nintendo, PO Box 30, Coventry, CV1 3BR, England.

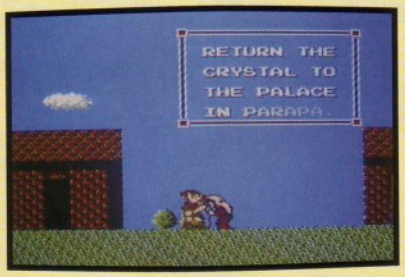
Sneak Peeks

A look at a selection of game Paks to be released this year.....

The Adventure of LINK

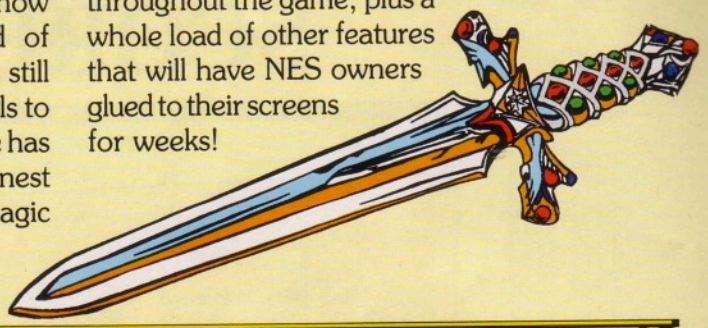


Here it is - the Game Pak that all ZELDA fanatics have been waiting for! Here's just a small look at "Zelda II", which should be in the shops within the next few months:

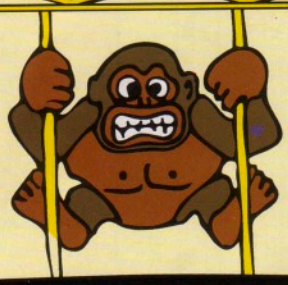


A long time has passed since Link defeated the evil Ganon, yet the influence of Ganon is far from dead. An older and wiser Link must now venture forth into the land of Hyrule, where evil creatures still prosper, and return six crystals to their rightful statues, finding the Triforce in the process. Once he has done this, he has to enter a seventh palace, and defeat the meanest opponent that he has ever faced to free Princess Zelda from a magic sleep, and help return Hyrule to normal again.

In "The Adventure Of Link", the gameplay has become even more sophisticated than "The Legend Of Zelda" - this time, you can chat to friendly villagers, learn powerful magic spells, and collect new items to help you succeed in your quest. There's also mini-adventures presented to you throughout the game, plus a whole load of other features that will have NES owners glued to their screens for weeks!

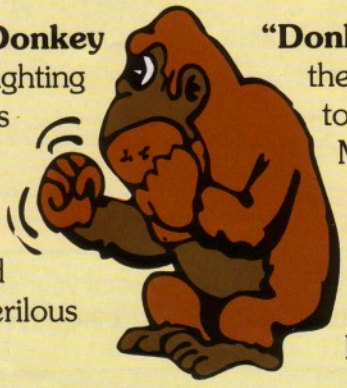


DONKEY KONG Classics



Here's your chance to enjoy two of Mario's earliest adventures on one Game Pak - double the fun for just the price of a single game!!

First off is the original **"Donkey Kong"**, which sees Mario fighting a crazed gorilla who has kidnapped his girlfriend. To get to his beloved one, Mario has to jump over barrels, dodge fireballs and make his way across perilous platforms.



"Donkey Kong Jr." reverses the roles - this time, you're out to save Daddy Gorilla from Mario, who has locked him up and thrown away the key! A number of screens await Donkey Kong Jr., as he leaps between vines and avoids Mario's traps in an attempt to reach his father.

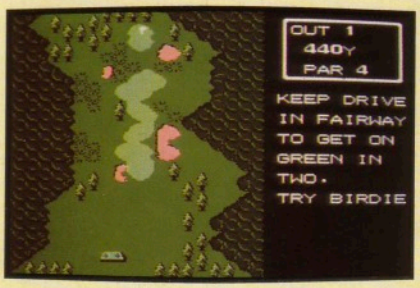
Look out for this double Game Pak in the near future.

LEE TREVINO'S Fighting Golf

"Fighting Golf" is a real treat for sports fans, as it combines a superb golfing simulation with excellent graphics and realistic gameplay.

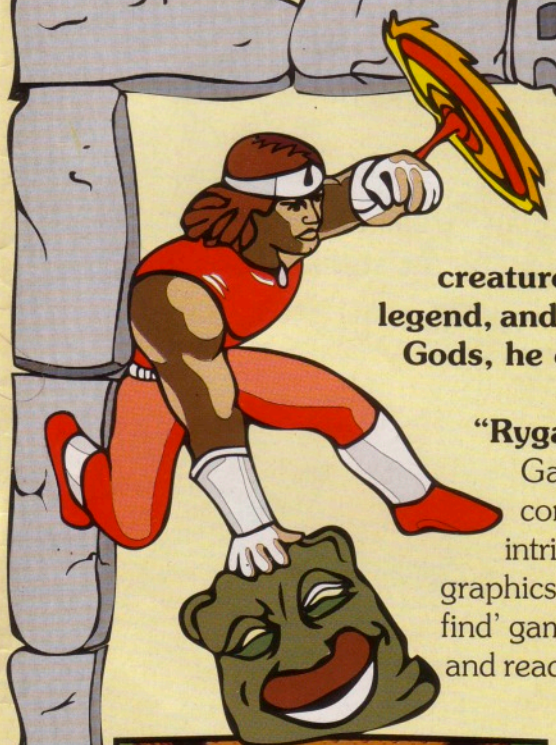
Between one and four players can participate in a tournament, and, with two courses, covering 36 holes, golfing enthusiasts will be able to have the time of their lives without getting wet!

The normal amount of clubs are included, along with a clever power/slice gauge incorporated in the gameplay. Obstacles are numerous, and can cost you valuable shots.



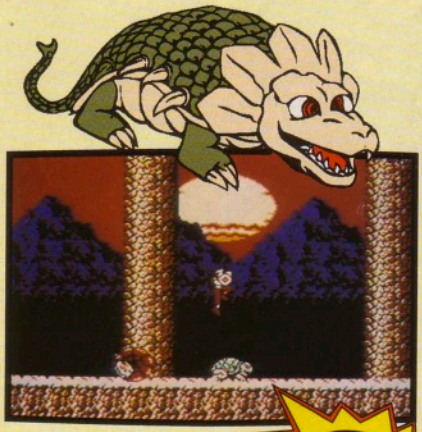
A new idea used in "Fighting Golf" is that of 'mini-competitions', such as 'nearest the pin', or 'furthest shot'. Although this has no bearing on the final result, it's the kind of unique additions that make NES games so addictive!

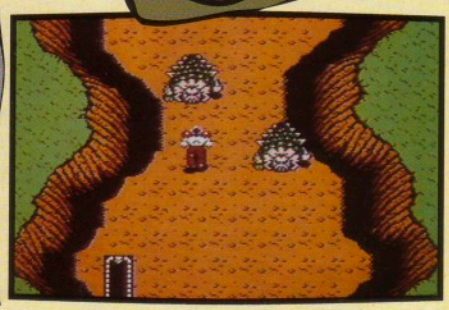
RYGAR



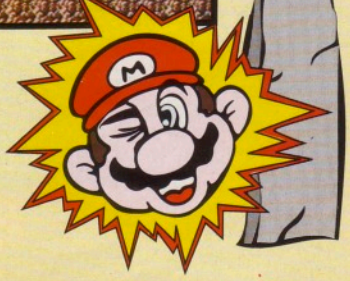
As Rygar, the legendary warrior of Argool, you must defeat the evil King and his army of dangerous creatures. The road may be long, but Rygar is a warrior of legend, and, with powers and weapons granted by the Indora War Gods, he enters battle with a composed air of confidence.

"Rygar" is the first of many superb Game Paks from top arcade company, Tecmo, which combines intriguing gameplay with outstanding graphics. This is more than a 'search and find' game - you really have to think fast and react quickly to survive. A new style of control plus many original ideas make "Rygar" a real experience to play.





Watch out for a full review of this innovative new game in a future issue - we're sure that you'll love it!!



ZELDA II

The Adventure of LINK

The Adventure Continues!

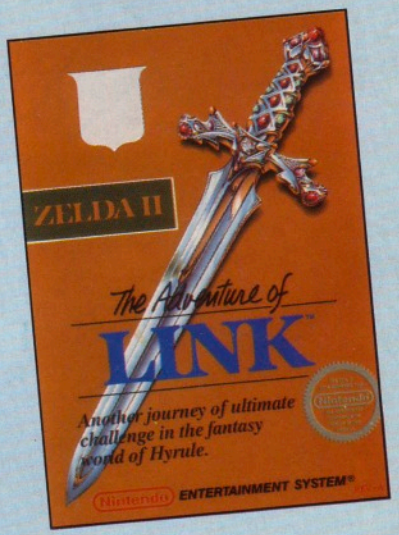
"The Adventure Of Link" begins where "Legend of Zelda" left off, with tough new fighting sequences, eight different magical spells, an enormous country to explore and plenty of action - enough to keep you playing and playing and playing.....

Link has defeated the evil Ganon and collected the eight pieces of the Tri-Force, but the effects of Ganon's disastrous rule have plunged the land of Hyrule into chaos.

Only by returning the Six fabled Gems to their original statues, and waking Princess Zelda from her magical sleep can Link (and you) return peace to Hyrule -

Do you dare run the gauntlet of the perilous traps and dark dungeons which cause normal men to run and hide in fear? And come face to face with evil creatures still held under Ganon's demonic spells?

If you manage to complete the townsfolk's mini-quests, then you will also gain powerful spells to use, while helpful villagers give you clues to help find the legendary statues...


ZELDA II
The Adventure of
LINK
Another journey of ultimate challenge in the fantasy world of Hyrule.
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